Bill Tyros

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Software Engineer with 10+ years of experience in the video game, financial, and hospitality industries.

Work Experience

Senior Software Engineer @ Sonder (2022-Present)

- Developed a system in Ruby to migrate 100k+ bookings over to external systems.
- Developed availability health metrics that contributed to a $10M year-over-year profit increase.
- Developed a distribution system in Ruby to sync 50k+ listings on Airbnb, Booking, Expedia and more.
- Refactored a 300k+ LOC legacy Ruby on Rails codebase, upgrading to Ruby 3.3 and Rails 7.1 for improved performance and maintainability.
- Developed a pricing system in Python, optimizing rates based on supply/demand.

Software Engineer @ Morgan Stanley (2019-2022)

- Developed a system in Python to leverage data aggregated from internal and third-party sources to encourage 10k+ software developers to use best practices in their work.
- Developed a JIRA self-service web application in TypeScript/Angular, empowering workers to admistrate their own JIRA projects and thereby lighten the weekly workload of dozens of JIRA admins.

Programmer @ Framestore VR (2017-2019)

- Engineered an art asset pipeline for Unreal Engine 4, creating C++ and Python plugins to automate workflows and improve production efficiency.

Programmer @ Borealys Games (2016-2017)

- Developed core gameplay systems and UI in Unity (C#) for Mages of Mystralia ensuring a polished player experience and robust game architecture.

Skills / Technologies

- Languages: Python, Ruby, C#, Go, TypeScript, JavaScript, C++
- CI/CD: GitHub Actions, Jenkins, CircleCI, Buddy
- Monitoring: Grafana, Datadog

Education

Interactive Real-Time Systems Development @ University of Sherbrooke (2016)

B.Sc. Software Engineering (Honours) @ McGill University (2015)